

120US

FIG.1

PRIOR ART

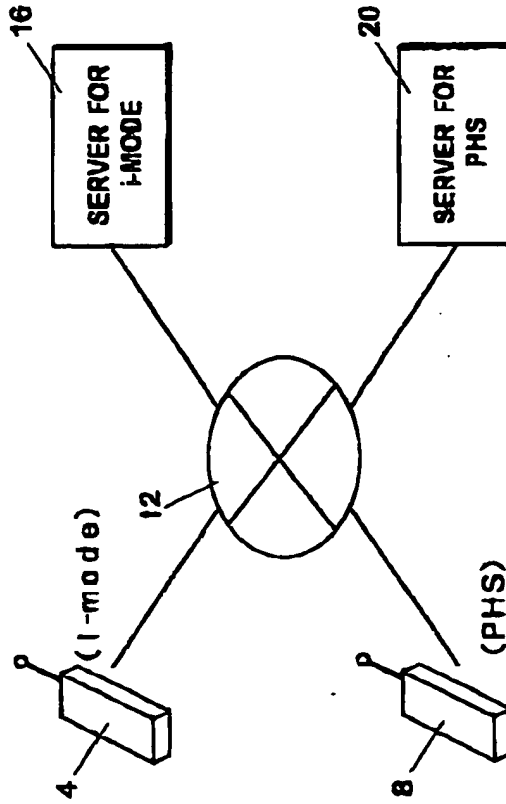


FIG. 2a

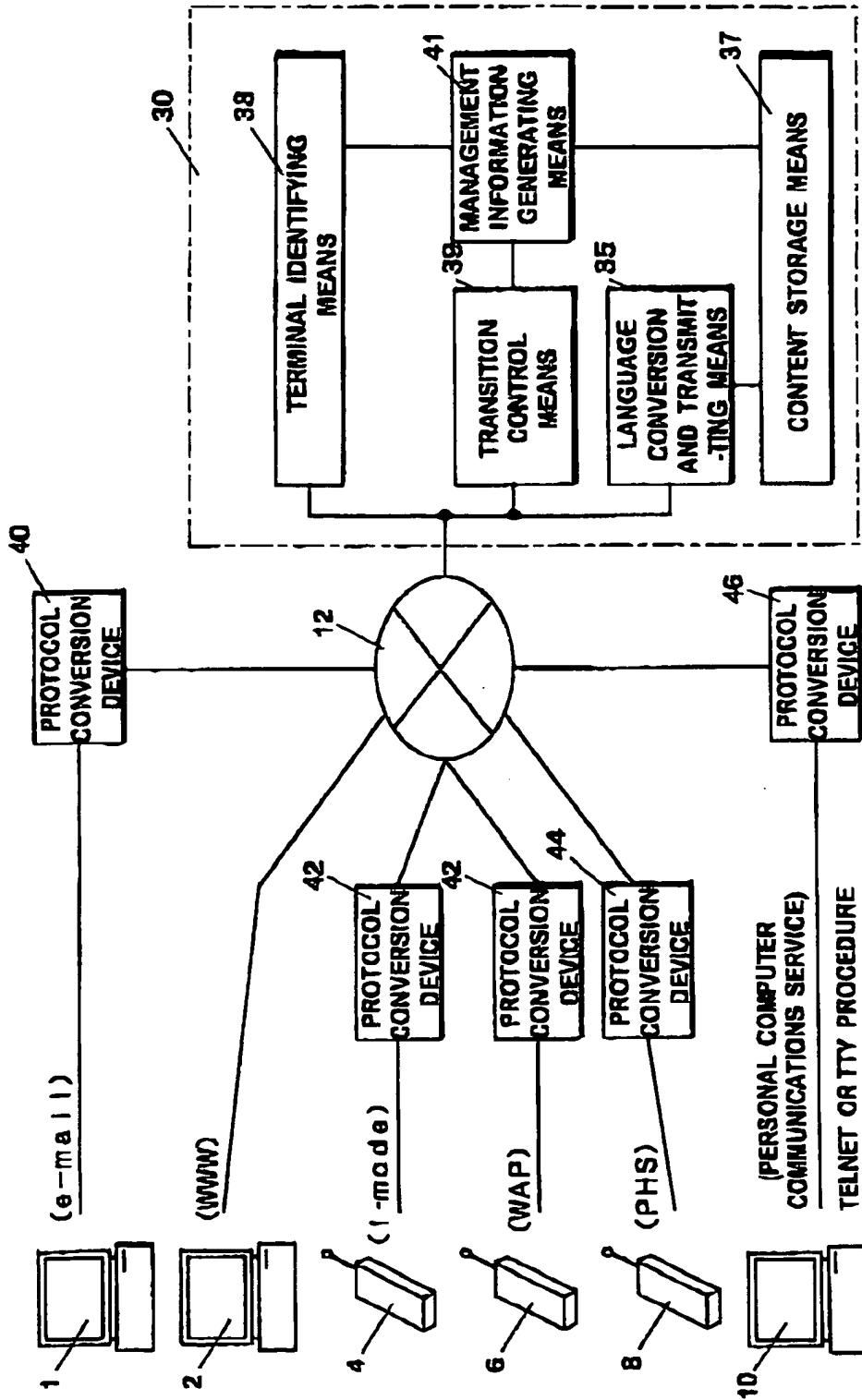
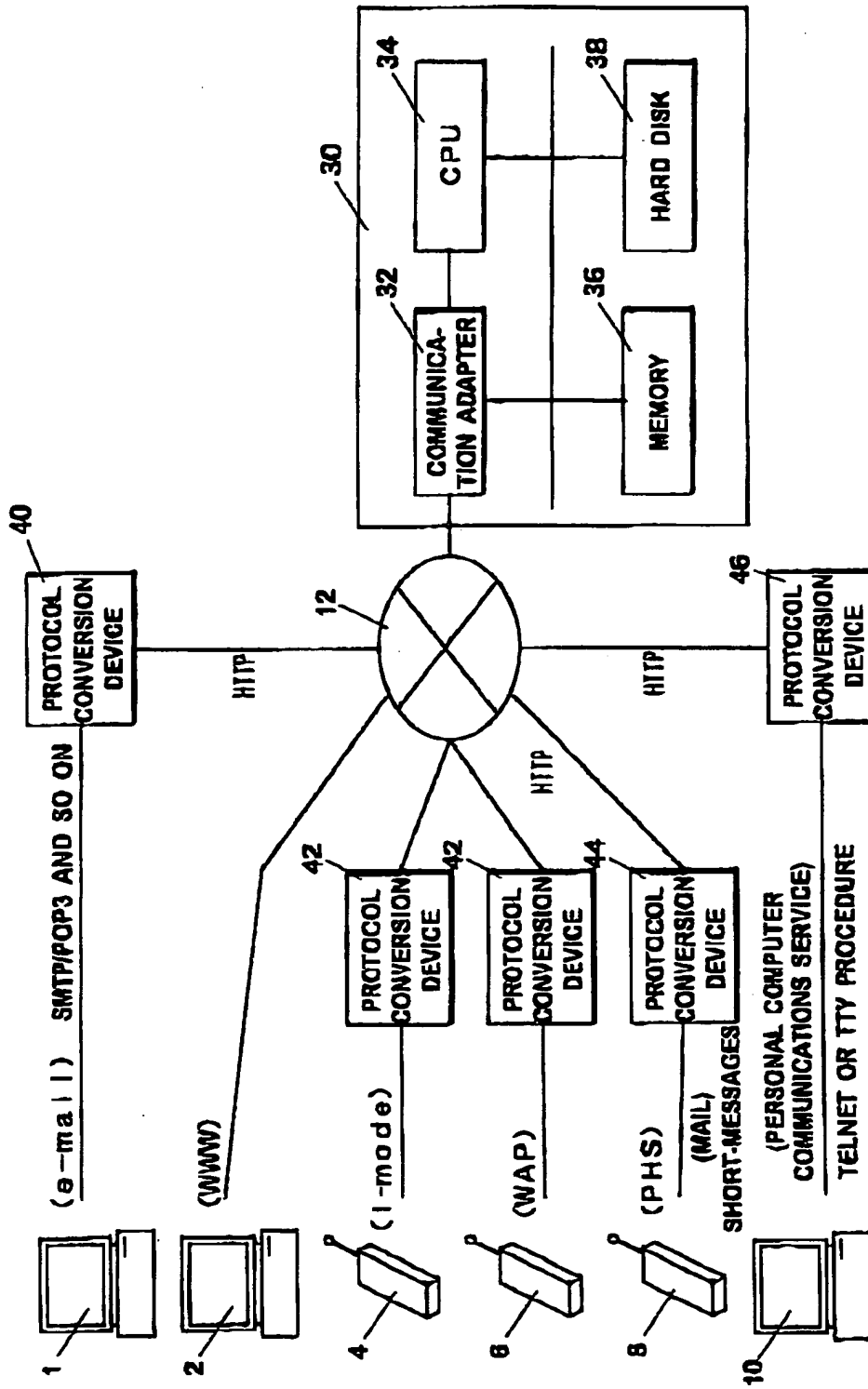


FIG. 2a

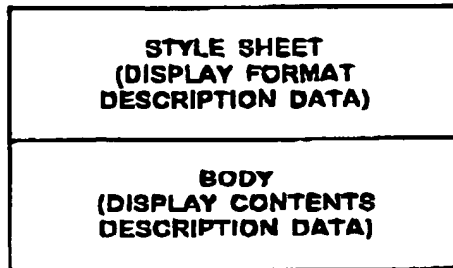
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FIG.2b



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FIG.3**DATA STRUCTURE OF DATA
WRITTEN IN BASIC LANGUAGE**

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FIG.4

TAG1
TAG2
TEXT1
TAG3
TAG4
TEXT2

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FIG. 5

FIG. 5

<TAG NAME ATTRIBUTE NAME=ATTRIBUTE VALUE...>

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FIG.6**BODY****MENU.KSP**

```
<KSP KEY=K1 NAME="KSP SAMPLE">  
<P KEY=R1> SELECT THE MENU</P>  
<IMG KEY=R2 SRC=1COM.JPG>  
<A KEY=R3 HREF=MAIL.KSP> E-MAIL</A>  
<A KEY=R4 HREF=BBS. KSP> BBS</A>  
</KSP>
```

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FIG.7

STYLE SHEET

```
<HTML>
<HEAD><TITLE>$K1.NAME$</TITLE></HEAD>
<BODY BACKGROUND=b g. g | f >
$R1$<BR>
<IMG SRC=$R2.SRC$>
<A HREF=$R3.HREF$>$R3</A>
<A HREF=$R4.HREF$>$R4</A>
</BODY>
</HTML>
```

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FIG.8

FIG. 8-continued

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BODY

MENU.KSP

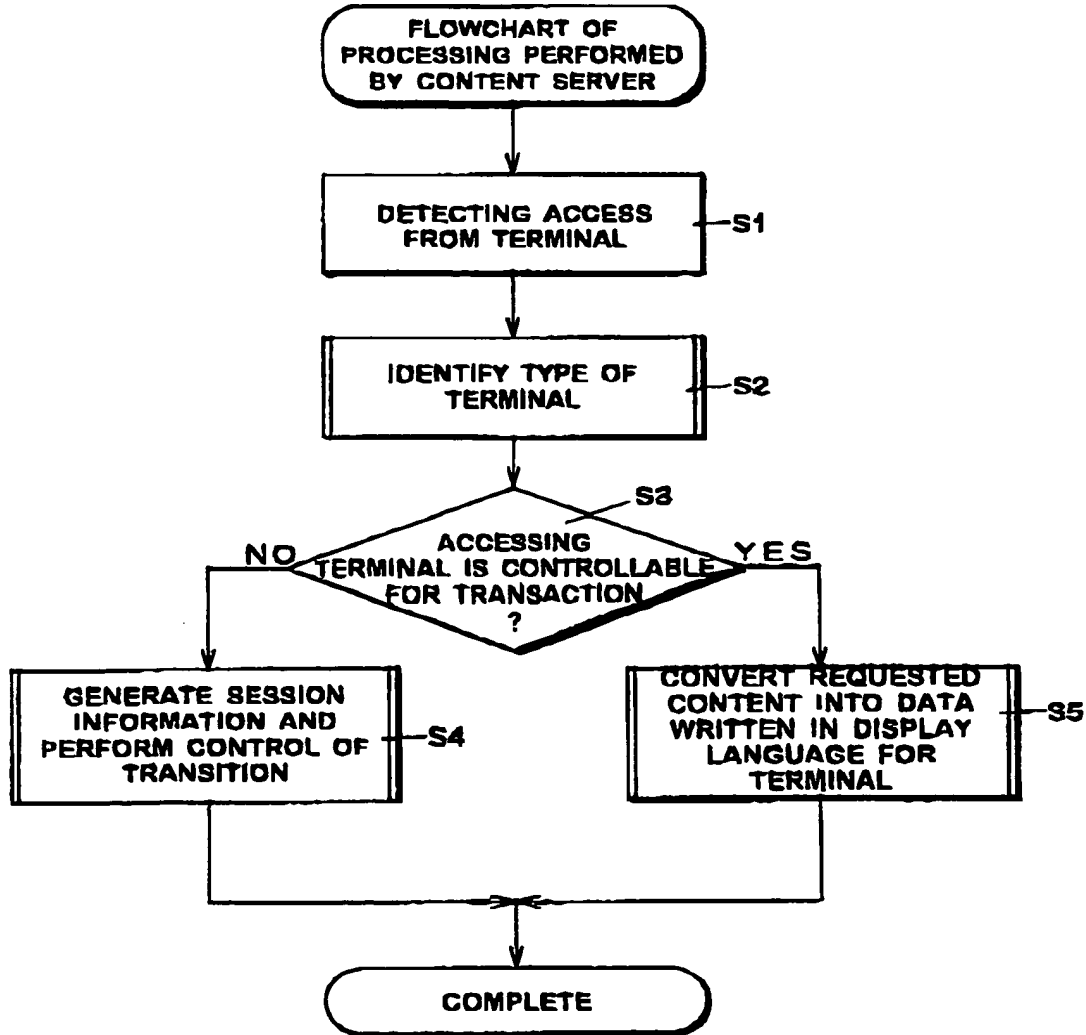
```

<KSP KEY=K1 NAME="E-MAIL">
<P KEY=R1> SELECT THE MENU </P>
<A KEY=R2 HREF=RMAIL.L.KSP> IN-BASKET MAIL LIST </A>
<A KEY=R3 HREF=SMAIL.L.KSP> OUT-BASKET MAIL LIST</A>
<A KEY=R4 HREF=NEWMAIL.L.KSP>NEWLY TRANSMITTED MAIL </A>
<A KEY=R5 HREF=MENU.KSP>RETURN TO INDEX MENU </A>
</KSP>

```

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FIG.9



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FIG.10

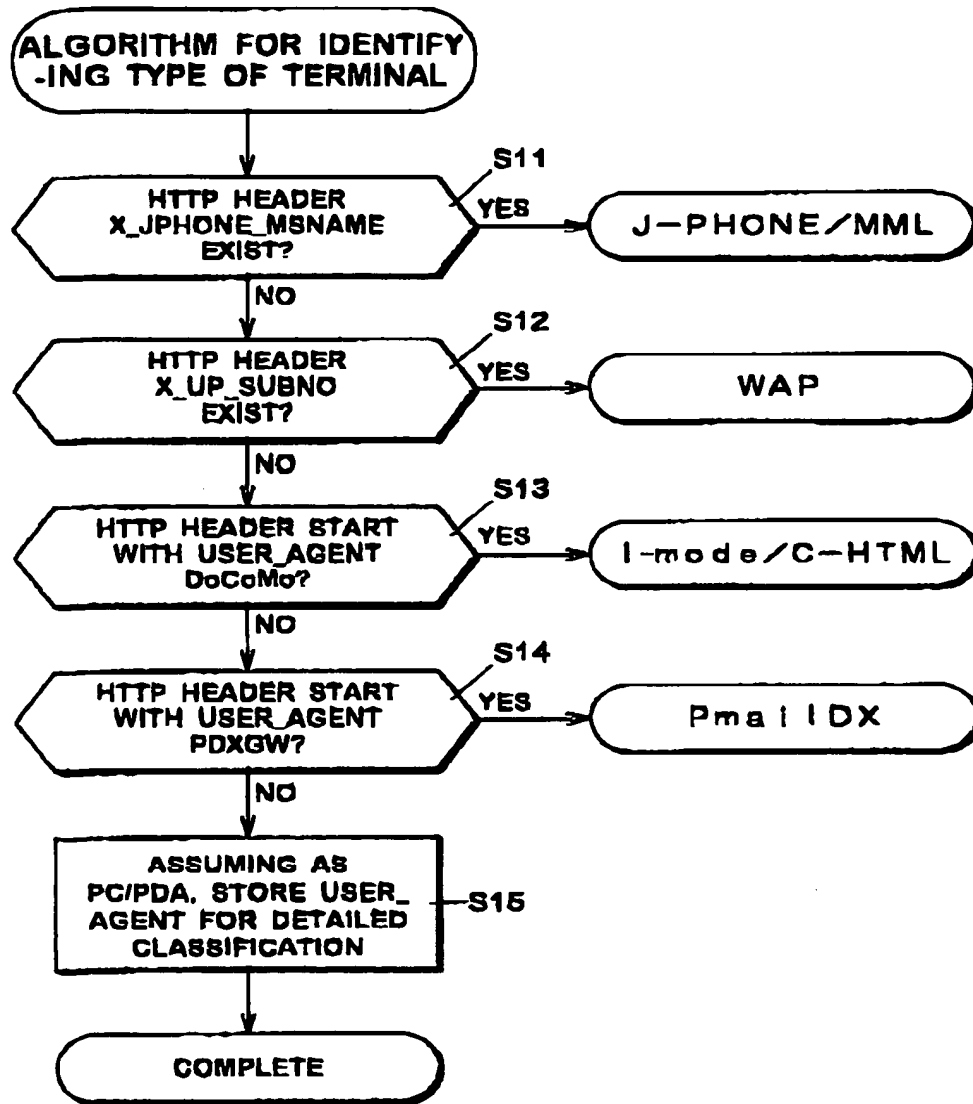
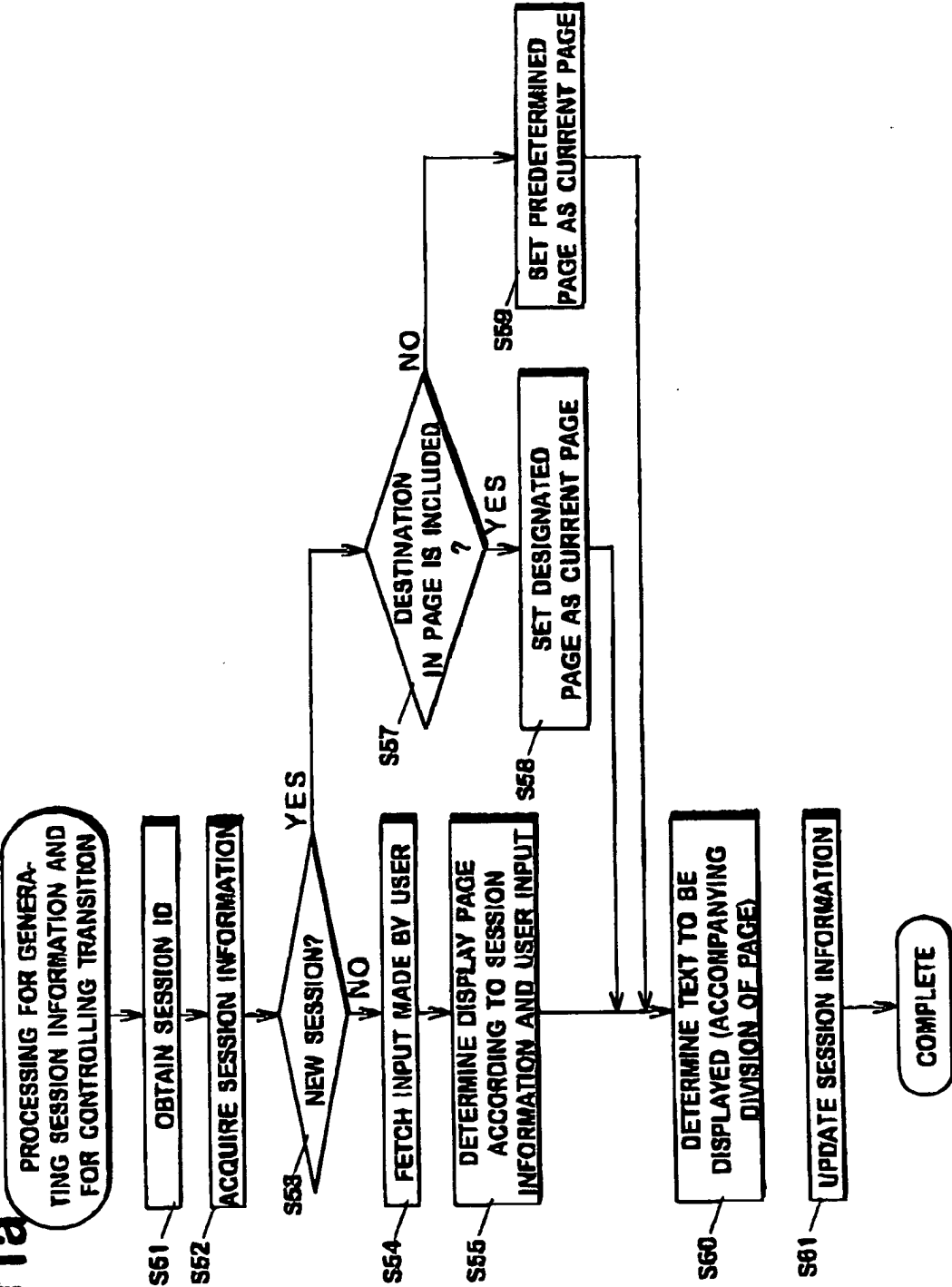
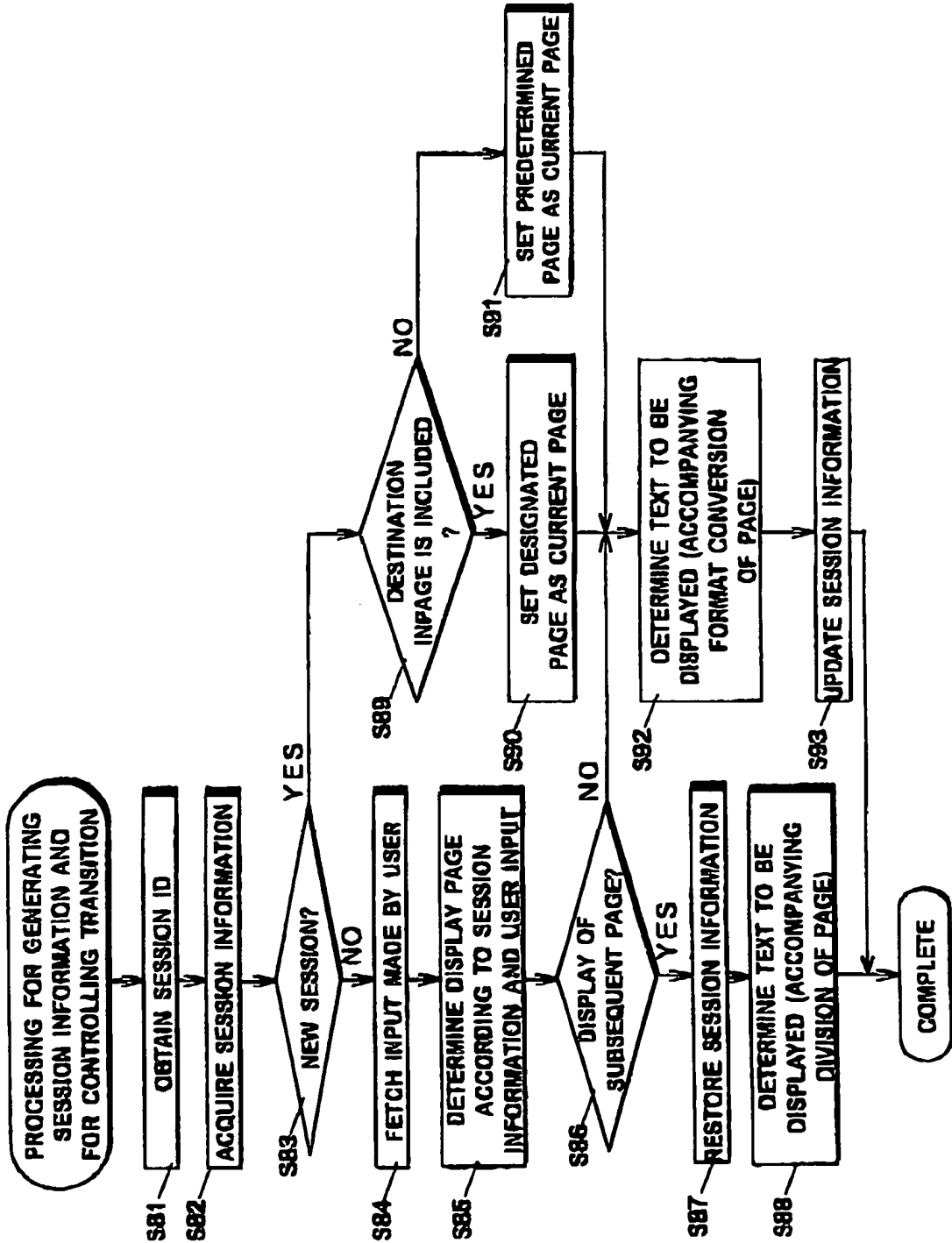


FIG. 11a



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FIG. 11b



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FIG.11C

SESSION ID	QE215434
TIME FOR TERMINATING SESSION	2000/01/15 17:35:21
TYPE OF INPUT VALUES	2
SERIES OF CHARACTERS IN INPUT 1	"1"
STATUS OF INPUT 1	NORMAL
RESPONSE TO INPUT 1	DISPLAY SUBSEQUENT TEXT
SERIES OF CHARACTERS IN INPUT 2	"*"
STATUS OF INPUT 2	ERROR
RESPONSE TO INPUT 2	TRANSIT TO DINING.KSP
SUBSEQUENT TEXT	<p>This algorithm easily reach an impasse . Assume the case in which all the five philosophers simultaneously hold the forks at their right hand side. Although, they all waiting for the forks at their left hand side available, no forks at their left hand side will be available forever because none of them release the forks at their right hand. As a consequence, all of them are getting hungry a bit at a time with holding forks at their right hands. This is a typical example of so called "dead lock".</p> <p>In a less drastic case, there is a possibility that some philosophers become starving. For example, a philosopher, who sits the middle of two evil fellows who alternately take meals on purpose, starves because both the forks at right and left hand sides are occupied by these two fellows. This is a phenomenon so called "lock out".</p> <p>The problem named " a philosophers having meals " have often been discussed as a material of parallel programming because this can treat issues on collective occupation of common resources and critical section while the problem seems simple to resolve. This could be a famous problem in view of consecutive algorithm equivalent to a game so called "Eight queens".</p>

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FIG. 11D

	(1) DESCRIPTION OF CRITICAL SECTION (2) DESCRIPTION OF CONCURRENT (3) TABLE OF CONTENTS
TYPE OF INPUT VALUES	4
SERIES OF CHARACTORS IN INPUT 1	"1"
STATUS OF INPUT 1	NORMAL
RESPONSE TO INPUT 1	TRANSIT TO CSECTION.KSP
SERIES OF CAHARACTORS IN INPUT 2	"2"
STATUS OF INPUT 2	NORMAL
RESPONSE TO INPUT 2	TRANSIT TO CONCURRENT.KSP
SERIES OF CAHARACTORS IN INPUT 3	"3"
STATUS OF INPUT 3	NORMAL
RESPONSE TO INPUT 3	TRANSIT TO INDEX.KSP
SERIES OF CAHARACTORS IN INPUT 4	"*"
STATUS OF INPUT 4	ERROR
RESPONSE TO INPUT 4	TRANSIT TO DINING.KSP

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FIG.12

TYPE OF TERMINAL	HOW TO IDENTIFY SESSION IDS
Pma11DX	SESSION ID ASSIGNED AS URL BY GATEWAY SERVER
MAIL RESPONSE	E-MAIL ADDRESS
PERSONAL COMPUTER COMMUNICATION	NUMBER OF COMMUNICATION PORT
TELNET	IP ADDRESS OF THE TERMINAL

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FIG.13**SELECT THE MENU**

- ① E-MAIL
- ② BBS

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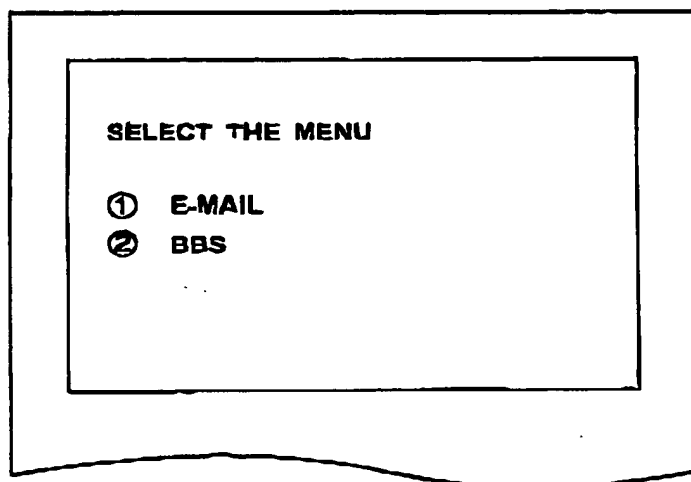
FIG.14**SESSION INFORMATION**

SESSION ID	AK238452
TIME FOR TERMINATING SESSION	2000/01/15 17:35:21
TYPE OF INPUT VALUES	3
SERIES OF CHARACTERS IN INPUT1	"1"
STATUS OF INPUT1	NORMAL
RESPONSE TO INPUT1	TRANSIT TO MAIL.KSP
SERIES OF CHARACTERS IN INPUT2	"2"
STATUS OF INPUT2	NORMAL
RESPONSE TO INPUT2	TRANSIT TO BBS.KSP
SERIES OF CHARACTERS IN INPUT3	"*"
STATUS OF INPUT3	ERROR
RESPONSE TO INPUT3	TRANSIT TO MENU.KSP

2002-01-15 17:35:21

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FIG.15



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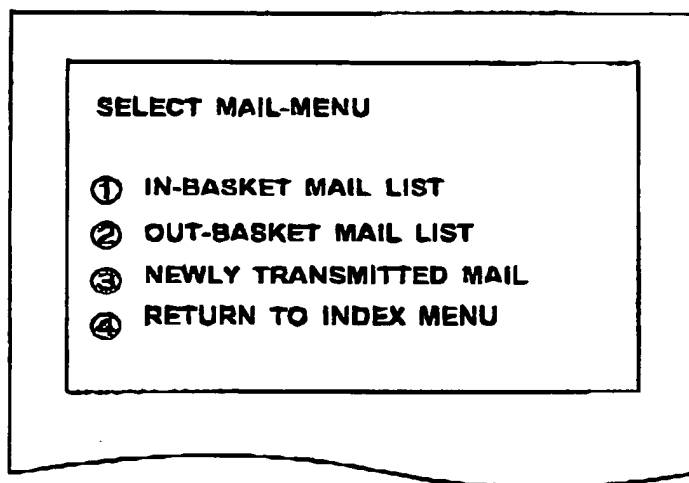
FIG. 16

SELECT MAIL-MENU

- ① IN-BASKET MAIL LIST
- ② OUT-BASKET MAIL LIST
- ③ NEWLY TRANSMITTED MAIL
- ④ RETURN TO INDEX MENU

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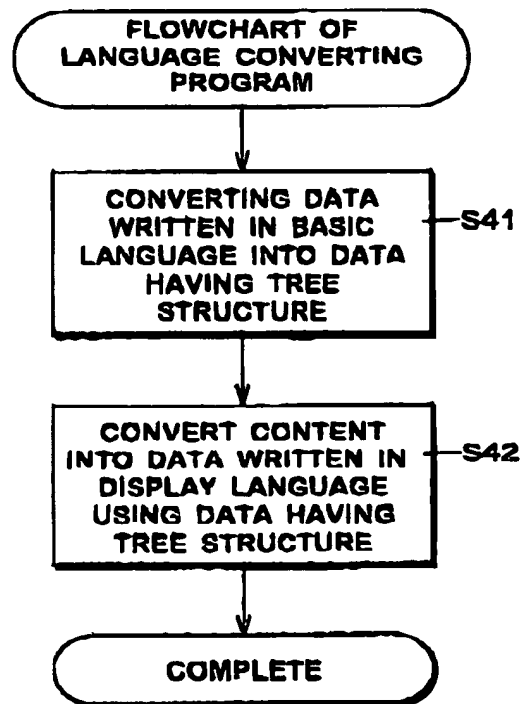
FIG.18



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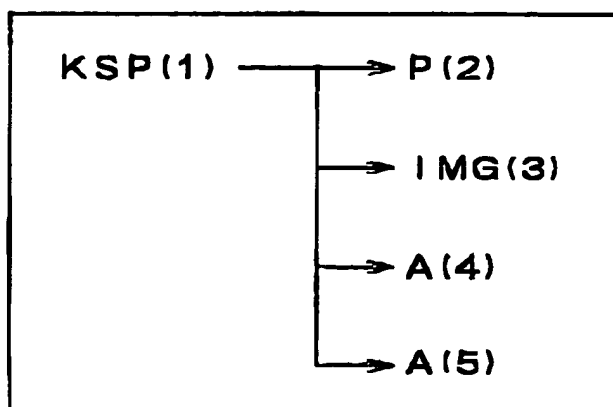
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FIG.19



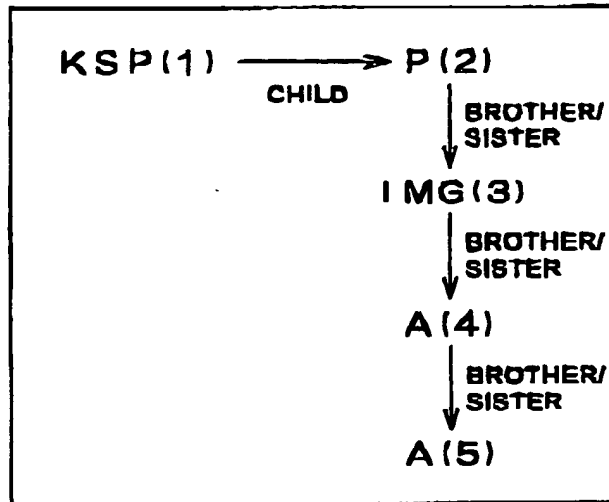
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FIG. 21



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FIG.22



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FIG. 23

TAG NUMBER	1
TAG TYPE	KSP
NUMBER OF ATTRIBUTES	2
ATTRIBUTE NAME-1	KEY
ATTRIBUTE VALUE-1	K1
ATTRIBUTE NAME-2	NAME
ATTRIBUTE VALUE-2	KSPSAMPLE
TEXT	(EMPTY)
SUBSEQUENT TAG NUMBER	0(NO CORRESPONDING TAG)
TAG NUMBER FOR CHILD TAG	2

TAG NUMBER	2
TAG TYPE	P
NUMBER OF ATTRIBUTES	1
ATTRIBUTE NAME-1	KEY
ATTRIBUTE VALUE-1	R1
TEXT	SELECT THE MENU
SUBSEQUENT TAG NUMBER	3
TAG NUMBER FOR CHILD TAG	0(NO CORRESPONDING TAG)

TAG NUMBER	3
TAG TYPE	IMG
NUMBER OF ATTRIBUTES	2
ATTRIBUTE NAME-1	KEY
ATTRIBUTE VALUE-1	R2
ATTRIBUTE NAME-2	SRC
ATTRIBUTE VALUE-2	ICON. JPG
TEXT	(NONE)
SUBSEQUENT TAG NUMBER	4
TAG NUMBER FOR CHILD TAG	0(NO CORRESPONDING TAG)

TAG NUMBER	4
TAG TYPE	A
NUMBER OF ATTRIBUTES	2
ATTRIBUTE NAME-1	KEY
ATTRIBUTE VALUE-1	R3
ATTRIBUTE NAME-2	HREF
ATTRIBUTE VALUE-2	MAIL. KSP
TEXT	MAIL
SUBSEQUENT TAG NUMBER	5
TAG NUMBER FOR CHILD TAG	0(NO CORRESPONDING TAG)

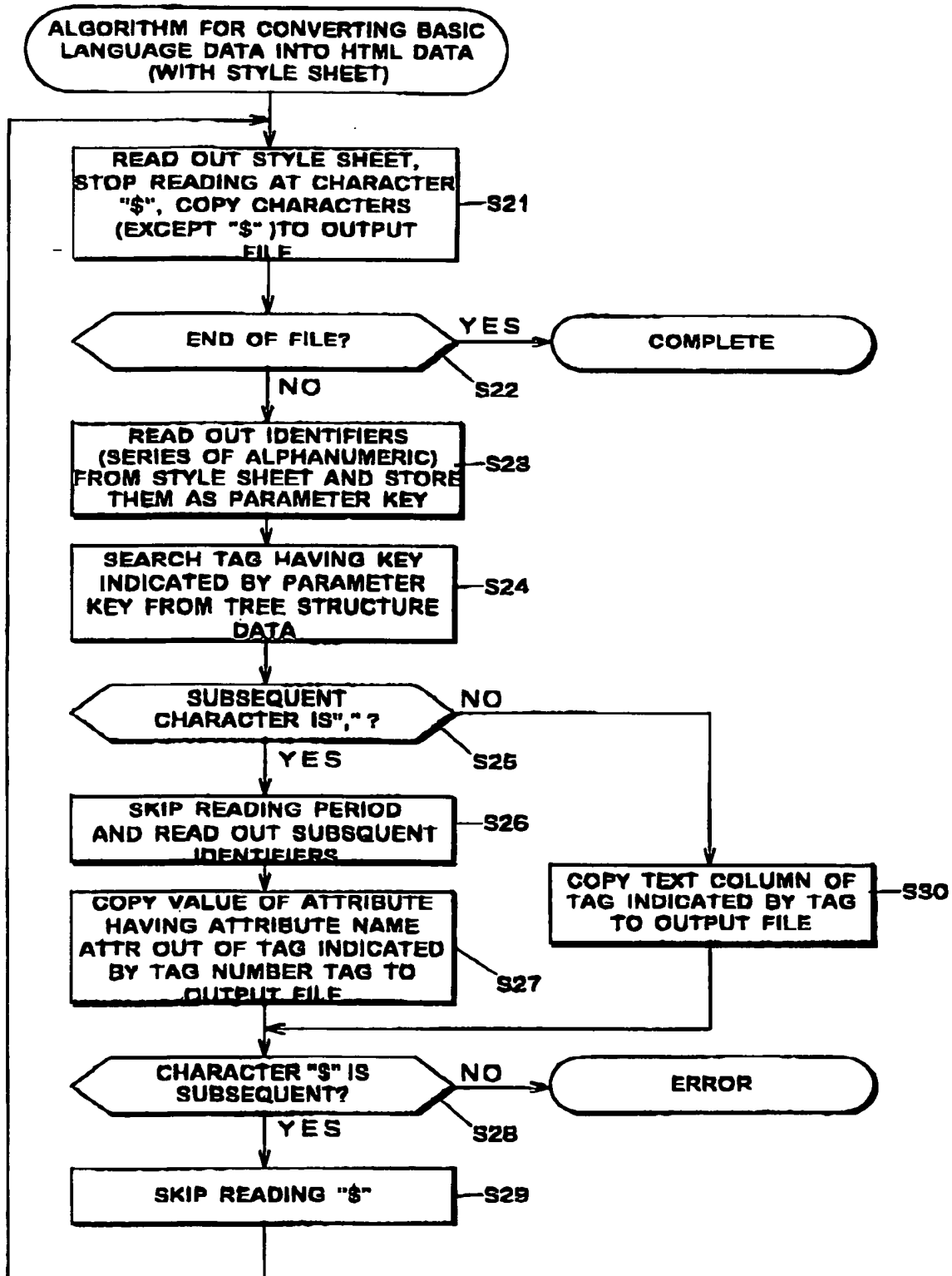
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FIG.24

TAG NUMBER	5
TAG TYPE	A
NUMBER OF ATTRIBUTES	2
ATTRIBUTE NAME-1	KEY
ATTRIBUTE VALUE-1	R4
ATTRIBUTE NAME-2	HREF
ATTRIBUTE VALUE-2	BBS. KSP
TEXT	BBS
SUBSEQUENT TAG NUMBER	0(NO CORRESPONDING TAG)
TAG NUMBER FOR CHILD TAG	0(NO CORRESPONDING TAG)

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FIG.25



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FIG.26

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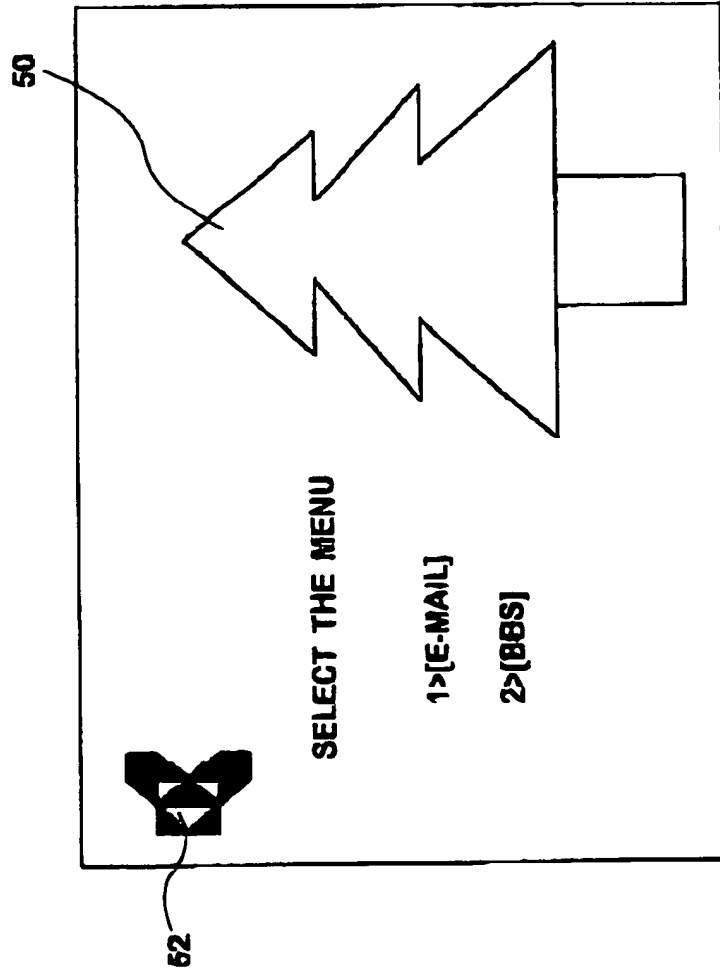
```
<HTML>
<HEAD><TITLE>KSP SAMPLE</TITLE></HEAD>
<BODY BACKGROUND=bg.gif>
  SELECT THE MENU<BR>
  <IMG SRC=ICOM.JPG>
  <A HREF=MAIL.KSP>MAIL</A>
  <A HREF=BBS.KSP>BBS</A>
</BODY>
</HTML>
```

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FIG.27



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FIG.28A

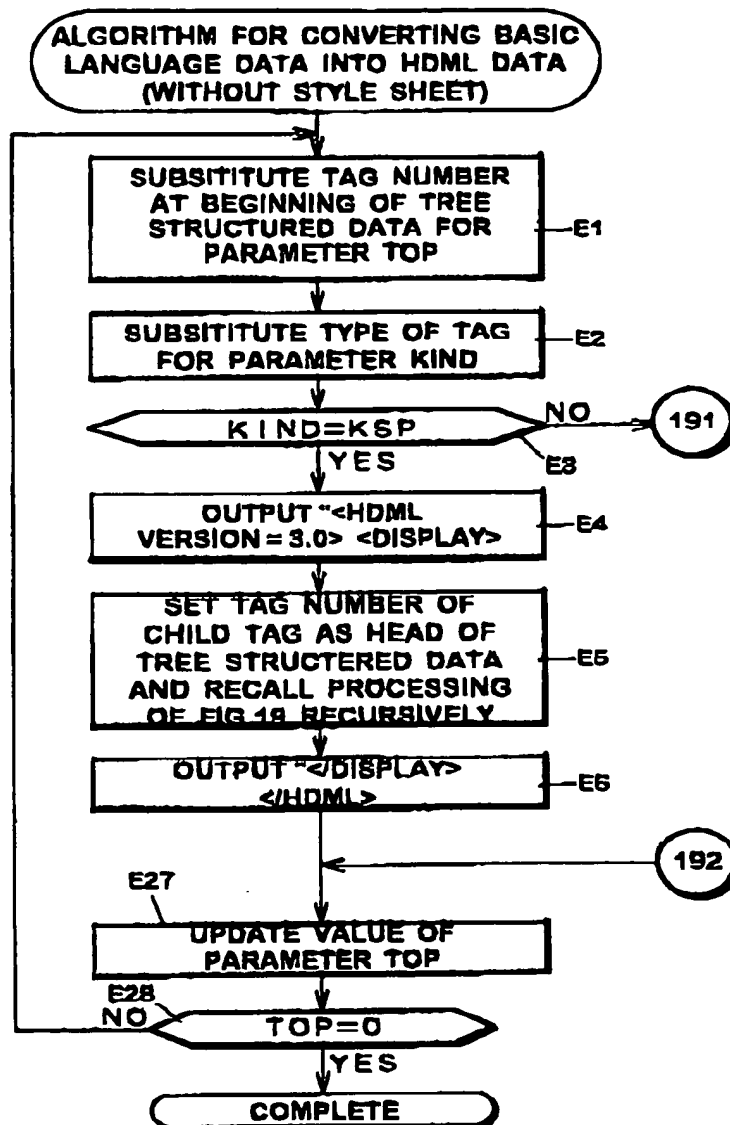
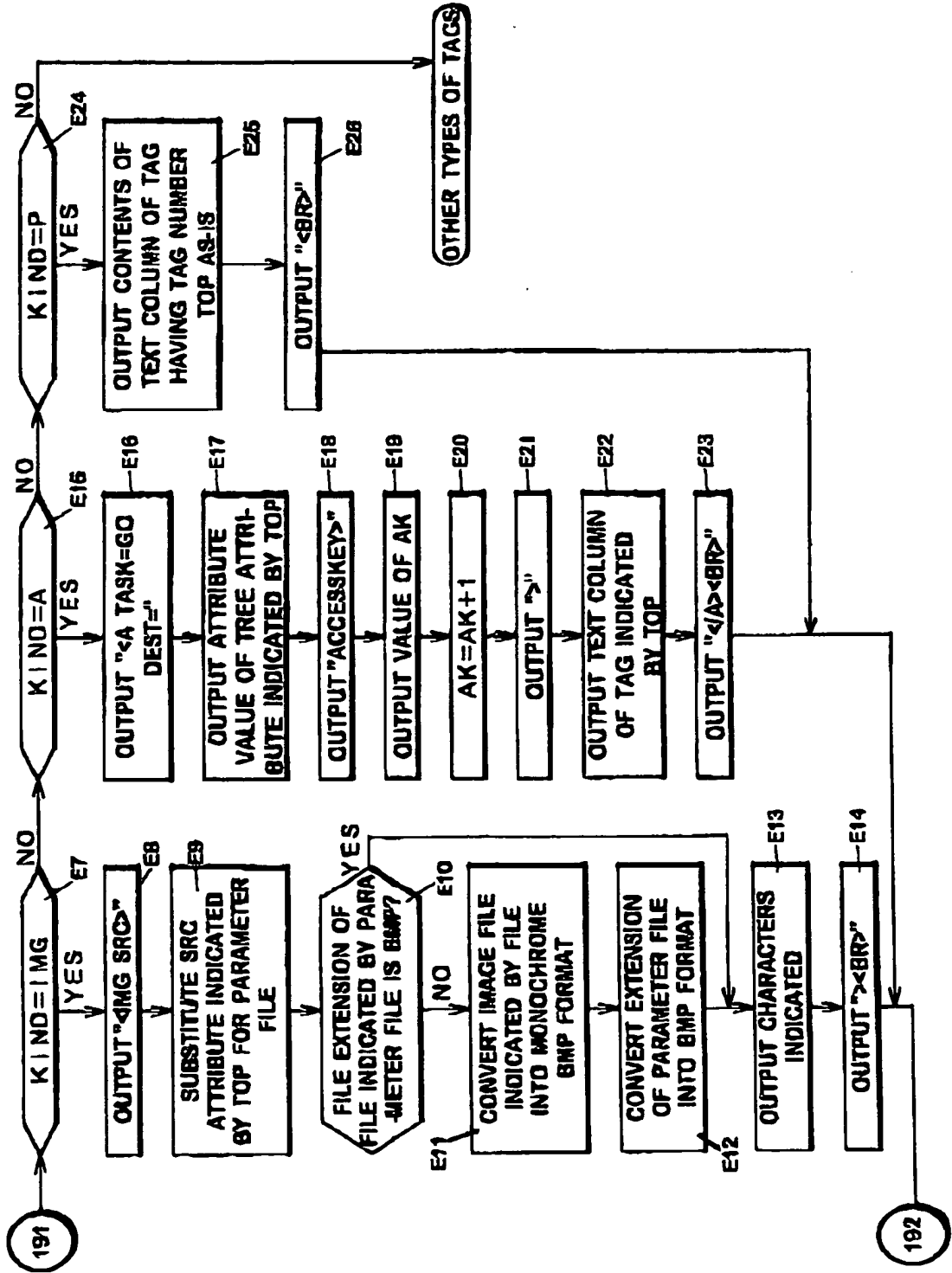


FIG.28B



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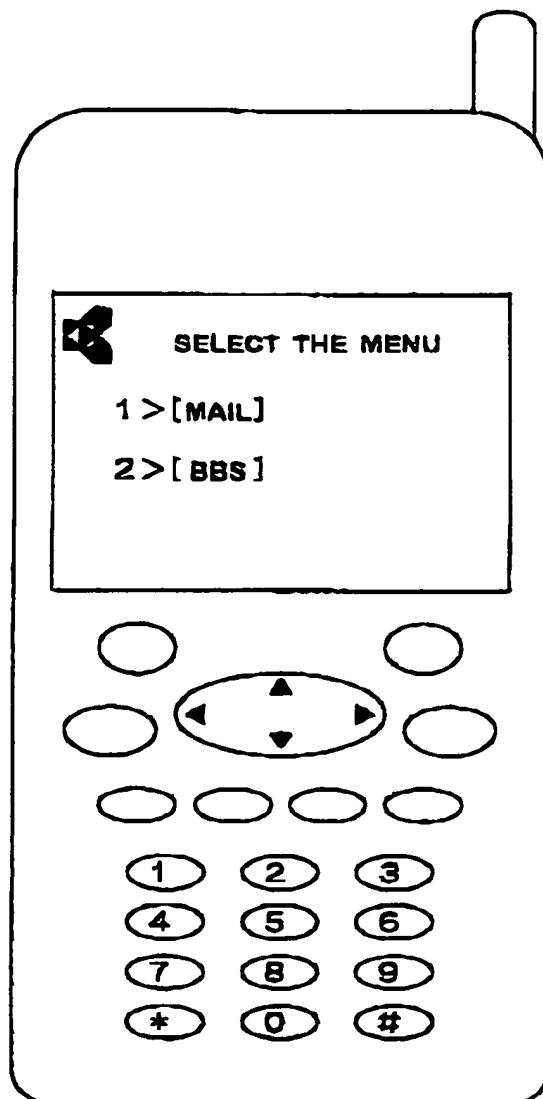
FIG.29

```
<HTML VERSION=3.0>  
<DISPLAY>  
SELECT THE MENU <BR>  
<IMG SRC=ICOM.BMP><BR>  
<A TASK=GO DEST=MAIL.KSP ACCESSKEY=1>MAIL </A><BR>  
<A TASK=GO DEST=BBS.KSP ACCESSKEY=2>BBS </A><BR>  
</DISPLAY>  
</HTML>
```

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FIG.30



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FIG. 31

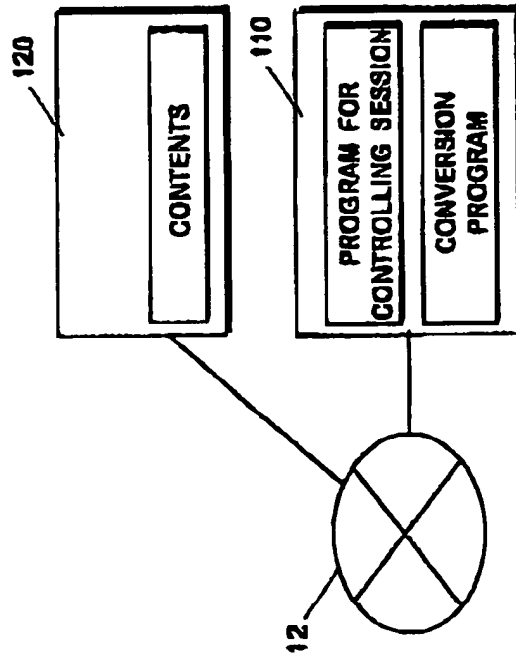


FIG.31

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FIG.32

